

*Ruin: The Greatcity*  
A Fate Core Module by /u/pawndreams and /u/dicelobber  
For 2-6 PCs

This module takes place in the shadows of giant, impossible ruins. The thing of it is, they're not really discussed.

Out of character for a moment, think of some of the weird locations old-school video games would use for backdrops. How is there *always always always* a jungle, and in this obligatory sweaty morass of vines vaguely painted in the background pixels, why are you fighting ninja or robots instead of boas, alligators, or jungle cats?

The Ruins, or the Great Cities, simply are a part of the background. Your PCs know they're there, and as kids, wondered about the giants who *must* have created these places, so much grander than their tribe's village. As adulthood and rites of passage continue, though, the magic of these husks of life dimmed, and eventually faded, and now, aside from the odd sound of something crashing down or the errant bad smell issuing from the Ruin, it is largely just another thing that's *there*...but there are ropes to braid, crops to tend, hunts to finish, and feasts to plan.

### THE WORLD OF RUIN: THE GREATCITY

Your PCs are part of a tribe of about 1-200 people living outside, but within sight of, one of the Greatcities.

The Elders have told of a time where the Masters of the days long ago conquered the world, wearing skins of metal, crossing impossible distances with a thought, and weaving a tapestry of magic that allowed them to communicate with each other and their creations whenever they wished. The Masters' magic, however, eventually overtook their gods, and the gods punished them by ruining their crops. As the Dark Times continued, Master turned on Master and famine and war were the way of life. Eventually the Gods realized that rather than accept these punishments and repent, the Masters' hubris had become such that, instead, the very world should end and be reborn.

While all Tribes listen and attend to their Elders' stories, the simple impracticality of them leads you, and most adults, to scoff at these notions, staying close to your Gods and your family. *Your duty is to the Tribe.*

### HOOKS

Some sample story starters are below. All adventures/tales in the *Ruin* arc begin with the party in their tribal village about to have the hook happen.

Roll	Result
-4/+4	Your party wakes in the Greatcity. It is dusk, and the ground is a hard, crumbling rock. There are walls and shelter nearby. You have near perfect amnesia of what led to your being this far inside the Greatcity itself.
-3/+3	You party and an elder have run afoul of the Tribe and are outcast into the Greatcity. All your crimes are absolved should you make it two weeks without the Tribe's help and return to them for forgiveness.
-2/+2	Your hunting party, after legendary game that would feed most of the tribe for weeks, has ended up in the city. The game, too, has come and your trackers see that the pack has chosen one of the tallest structures in the ruin.
-1/+1	Nearby, raiders from the tribes to the north and east have sacked other villages as the Ahle tribe seeks to conquer the coasts. As they sweep through, they are using ancient materials from the time of the Masters, pillaged from the various Ruins to overwhelm those in their path. The elders send your party in search of similar Masters-era materials to defend your village
o	Your party is comprised of older children, about to be indoctrinated into the Tribe's adult roles. You pensively grip the survival bindles you've been given, and as the Tribe's music fades into the distance, you pass through the village gate towards the looming Ruin.
GM choice	There is major dissension in the Tribe. The elders have come to you and your party: "We must win them back. Enter the city, following this map. There commune with Uetoo and grant his favor to bring back wonders of the ancients to convince the tribe of our magical authority."

## **CHARACTERS:**

Standard *Fate Core* skills apply here. During character creation, use a Pyramid, maxed at +3 (One +3, Two +2, Three +1). Using the hook as a guide, discuss with your group how your player would do what he/she does, then sweat the detail of giving it a skill name. *No one's skills may, at character creation, include detailed knowledge of the Greatcity.* Also, players should avoid the lure of playing a Tribal Elder as the Elders long ago decided that their wisdom was best suited in the village, not adventuring. In some settings, having a guide from the Elders may be a good idea for a recurring named NPC. **IF YOU ABSOLUTELY MUST HAVE AN ELDER IN YOUR PARTY, even they do not know the Greatcity well.**

## **USING *Fate Accelerated*?**

No problem. In fact, a hybrid of the two might be kind of fun. The following list of pairing *Core* skills to *Accelerated* approaches was borrowed<sup>1</sup> from Edward Turner, who wrote the *FAE* setting *The Aether Sea*. Where he and I part ways a little is in his use of Magic as a skill; here, I stick with the Magic/Lore kind of thing proposed by *Core* rules. Also, Crafts appears in two approaches; remember that this is hardly an exhaustive list of skills and approaches, and you are welcome to hack as needed to make your character work.

<i>Accelerated Edition Approaches</i>						
	<u>CAREFUL</u>	<u>CLEVER</u>	<u>FORCEFUL</u>	<u>FLASHY</u>	<u>QUICK</u>	<u>SNEAKY</u>
Core	Investigate	Empathy	Physique	Rapport	Athletics	Deceive
System	Crafts	Lore	Provoke	Contacts	Notice	Burglary
Skills	Will	Crafts	Fight	Resources	Shoot	Stealth

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<sup>1</sup> <http://synanthropes.com/TCG/2014/12/05/porting-fate-core-skills-into-the-aether-sea/>